

# Chicago Pinball Mafia Rules

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## Chicago Pinball Mafia Rules

2005 League Season  
Document Revision 2.0

### **Background:**

The Chicago Pinball Mafia is a “for fun” pinball league started by Rob Kokot and Mike Gaspar as a minor league for pinball enthusiasts. The goal is to give the group a chance to play, compete, build skills and facilitate social interactions on games of different eras nor normally found on location.

### **When And Where We Meet:**

#### **League Season:**

The league will meet during the months that correspond with the major pinball events across the country. The season will start in April (the month “Pinball at the Zoo” is typically held) and conclude in November (the month that the “Texas Pinball Festival” is held). This provides eight months of competition with the first seven months used to determine a players ranking and the final month for the league tournament.

Unless stated otherwise, the league will meet on the third Saturday of the month. Each week, an hour of practice time will be held from 6:00 PM until 7:00 PM. At 7:00 PM any announcements or other league business will be addressed. Round 1 will begin following the announcements or at 7:15 PM, which ever is later.

#### **Hosts:**

Any league participant who has a collection of at least three working games can offer to host a night of competition. A host should be able to accommodate up to 20 people for approximately five hours.

Hosts should be ready for arrivals and practice starting at 6:00pm on the day of a meeting.

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### **Game Requirements:**

Each host should provide a list of games that will meet the following list of league requirements:

1. All playfield switches must be fully operational.
  - a. Any game that supports a test report cannot display an entry for “test switch x” or similar diagnostic code.
  - b. A switch required for play cannot be in a “stuck closed” or “stuck open” state.
  - c. A switch should not be causing phantom switch closures that can unfairly award a player additional points or prevent a game’s features from operating properly.
2. All flippers must function in both the “flip” and “hold” states
3. All feature lamps must be working prior to the start of an event.
4. The game must properly display the score for four players.
5. Any game adjustments that alter the game play from the standard location setting must be disclosed to all players prior to the start of an event.
6. All games must be properly leveled left to right.
7. All solid-state games must be set to 3-ball play prior to the start of an event. EM pinball machines that do not allow for easy selection of this feature may be left at 5-balls per game.

### **The Host’s Machines:**

If one or more games are not fully functional for the night of an event, the host may declare a game “offline” for the evening. Any games that support a buy-in feature should have that feature disabled.

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### **Competition:**

#### **Determination of the competition games:**

1. At the start of the evening the host will allow inspection of all games that the host feels qualify for the evening's event.
2. All qualified games' names will be put into a lottery where three to five games will be drawn at random, depending on both the number of players and number of eligible machines.
3. If a host has more than the three to five eligible games, additional games will be drawn as back up games in the event of a problem that prohibits competition from continuing on a game.

#### **Player Ranking:**

Each player will have a league score. The league score is calculated as the sum of all their scores over the season minus their lowest score. To show an individual's improvement over the season a league score average will be kept.

Players will be ranked from highest to lowest, based on their league score or the corresponding league average. The players with the top 8 league scores will be ranked in the "A" division while the remaining players are ranked in the "B" division. At the end of the regular season the winner of the "A" division will be crowned division champion. In the event there is a tie for the first place position, the tie-breaking procedures will be used to determine which player has tie-breaking advantage.

#### **Determining the player match ups:**

At the start of each evening the players will be arranged from highest to lowest rank. For the first meeting where all players ranking are zero, the order will be determined randomly.

#### **Regular Season Meeting Play:**

For the first 7 meetings (April, May, June, July, August, September and October) the evening will be divided up into two competitions: the normal league meeting followed by and end of evening tournament.

In the league meeting each player is required to play 6 rounds. The 6 rounds will be played on all tournament machines and some players may only play a machine once. The rounds are determined by the attached schedule.

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All rounds must be played in order according to both the schedule and the printed score sheets. Anyone who plays a round "out-of-turn" will have to stop and replay the round at the proper time.

### **The End of Evening Tournament:**

After the six rounds conclude the players will be ranked on their performance for that evening. The eight highest ranked players for the night (not overall league score) will go into a head to head Zen competition to determine an evening winner pair. If there is a tie for the eighth place position the tie-breaking procedure will be used to determine who has tie-breaking advantage. The teams will be determined by random lottery.

For the first round, the team containing the fourth place person shall go first, the third place person second, the second place person will go third and the evening's top scorer will go last. The team that earns the lowest score is eliminated, and the remaining teams advance. For the second round, the teams will be play in ascending score order from the first round. The team with the lowest score will again be eliminated. The two semi-finalist teams will then play in a head to head match, playing in ascending score order from round two. The winning team will be declared end of evening winners.

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### Calculation of the league score:

A player's score at the conclusion of the round will be calculated as follows:

1. **Round Score:** At the conclusion of the round, the player with the highest score will be awarded 10 (ten) points. The player with the second highest score will be awarded 8 (eight) points. The player with the third highest score will be awarded 6 (six) points. The player with the lowest score is awarded 4 (four) points.
  - a. In the event that a round can only be played with three players, the second place winner will receive a compromise score of 7 (seven) points and the 6 and 8-point levels will be omitted.
  - b. In the event that a round can only be played with two players, the first place winner will receive 8 points and the second place winner will receive 4 points. The 10 and 6-point levels are omitted.
2. **Wizard Mode Bonus:** Any 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> place player who, during the course of a round, starts the wizard mode will be awarded an additional 2 (two) points.
  - a. Games that do not implement a wizard mode may have a threshold determined by the host as the wizard goal to obtain. For example: a host who owns Pharaoh can declare that spelling Pharaoh to its completion will win the wizard mode bonus points.
  - b. The Simpson's Pinball Party and similar games that have wizard like modes required for the wizard mode do not qualify for the 2-point award. Only the final wizard mode will be considered for this award.
3. **Upset Bonus:** Any "B" division player who defeats an "A" division player will be awarded 1 point for each "A" division player they beat, up to a maximum of 2 points in a round.

The points earned by the player are added to the player's total league score. A total league score is calculated by adding all the player's individual game era scores into a single total score.

### Tie Breaking Procedure:

In the event of a tie, the following criteria will be used to determine who has tie-breaking advantage:

1. The person who has the higher overall league score
2. The person in the "A" division takes advantage over the "B" division
3. The person who has attended more meetings
4. The person who has more first place finishes
5. The person who has less last place finishes
6. The person who has more EOET wins

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The list is applied until there is a criteria that breaks the tie.

### **Score keeping:**

It will be the responsibility of the player in the first player position to make sure that the scoring for their round is recorded accurately according to the rules. Additionally, it is also his/her responsibility that any mechanical problems influencing game play are addressed according to procedure. (i.e. brought to the attention of the judges)

### **Absentee Scoring:**

Any member of the league who is unable to attend an event will not have their league score increased. Given the weighted scoring, any absentee player should expect to be lowered in rank as a result. Players are allowed to miss one event without penalty, as all players' lowest score will be dropped for calculating the League Championship brackets.

Due to the game selection lottery, the nature of the competition, and the consideration of our host's schedule, pre-playing is not permitted. Once a round has been played and recorded the round is considered final. Making up an absence is also not permitted.

If players attend a meeting and must excuse themselves from the premises for any reason, they will receive a zero for any rounds they have missed.

If a player RSVPs that they will attend a meeting, and due to travel conditions arrives past the start time, they will receive the "4" point grace period score for up to the first 2 rounds. A player must play round 3 in order to receive the grace period score. When a grace period is awarded the remaining players will play for the remaining available point awards.

### **Judges:**

There will be three people acting as judges for the evening to make sure all scores are being kept in a fair and concise manner. The host will automatically act as one judge; the remaining 2 judges for the evening will be volunteers. In the event a decision needs to be made a minimum of two (2) judges have to agree on the decision.

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### **The League Championship Tournament:**

The final meeting in November will be the league tournament.

All 8 members of the "A" division will advance to the league tournament. The top 8 players in the "B" division will face off in a playoff round for the last four league tournament spots.

### **The B Championship Series:**

The 1, 4, 5, and 8 players will play on one game with the remaining four playing on the next. The top two scores from each game will advance to both a "B" division championship series and the league championship tournament. The "B" division championship series will follow normal EOET scoring rules. The first person eliminated will be ranked 12<sup>th</sup> in the league championship, the second person eliminated will be ranked 11<sup>th</sup>, the third will be 10<sup>th</sup> and the B champion will be ranked 9<sup>th</sup>.

### **The League Championship Tournament:**

The League Championship Tournament is divided into two parts. For the first part, only the regular league point scoring system for first through fourth place will be used. Wizard mode bonuses, upset bonuses, and any bonus points added at a future date will not be awarded in the tournament.

In the first round all 12 finalists will play, four per game on three machines. Each group will play a total of 2 games on 2 machines. At the end of the two games the three lowest score earners will be eliminated from play. For this round order will be determined by rank:

Group 1: 1, 6, 7 and 12

Group 2: 2, 5, 8 and 11

Group 3: 3, 4, 9 and 10

Players will play in descending rank order.

In the second round the 9 remaining finalist will play, three per game on three machines. Play order will be based on ascending score order from round 1. Each group will play a total of 2 games on 2 machines. At the end of the two games the three lowest scorers will be eliminated from play. For this round ranks will determine the groups:

Group 1: The highest remaining rank faces the sixth and ninth highest remaining ranks.

Group 2: The second highest remaining rank faces the fifth and eighth highest remaining ranks.

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Group 3: The third highest remaining rank faces the fourth and seventh lowest remaining ranks.

In the third round the 6 remaining finalist will play, three per game on two machines. Each group will play a total of 2 games on 2 machines. At the end of the two games the two lowest scorers will be eliminated from play. For this round the games and grouping will be determined randomly, with the players earning the highest scores playing last.

The final four players will go to the semi-final match. Both the semi-finals and the finals will be a best 2 out of 3 game format. The highest and lowest rank person will go head to head in one group with the remaining two players in the other group. Each team will play through the tournament games. The first person in each group to win 2 games will advance to the finals.

The final round will be a best 2 out of 3 games on one non-tournament machine to be determined either by the finalists, or in the event they can not agree a random lottery. The first person to win 2 games will be declared league season champion.



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### Game Rules:

1. Extra ball awards can be set at the discretion of the host. Note that games do not set an extra ball limit so any changes have to be disclosed per the game requirements. At events with a near capacity attendance extra balls can make game times longer so host may want to consider turning extra balls off.
2. Ball savers are permitted at the discretion of the host. It is recommended that the host disclose what the balls save times configuration.
3. In the case of a stuck ball:
  - a. If a ball becomes stuck on a game with a manual plunger, the ball will be placed in the shooter lane. The player may resume play any time after the lock down bar has been re-secured.
  - b. If a ball becomes stuck on a game with an automatic plunger and no interlock, the ball is to be placed on the lower right flipper held by the player whose turn it is. The player may then restart the game by flipping any time after the lock down bar has been re-secured.
  - c. If a ball becomes stuck on a game with an automatic plunger and an interlock, the ball is to return to the shooter lane. The player will then be permitted to close the coin door when they are ready for play to resume.
  - d. If a ball becomes stuck in a game when the lock will release all the held balls during the third ball search, the player is not permitted to use the released balls.
4. Games that support the ball chase feature adjustment must have this setting turned off. If a ball chase occurs the round must be replayed.
5. In the event of a mechanical problem that prohibits a game from functioning properly, the round is to suspend and be replayed when the problem has been fixed. The host can determine if a problem can be fixed. If the problem can not be fixed the following course of action will be taken:
  - a. If another working game is available it will be substituted in for the remainder of the competition. If multiple working games are available then the order of substitution will be drawn during the lottery at the start of the evening.
  - b. If another working game is not available the match will be replayed on one of the remaining machines.
6. It is not required to change feature lamps or flash lamps that burn out during competition.

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### Regular Season Round Orders

This section describes the round orders and who plays whom. This match up is arranged to try and have as many 4 player games as possible and make sure everyone has a chance to play each league game one to two times at most.

#### Order Up To 12 Players:

	Game 1	Game 2	Game 3
Round 1	1	2	3
	6	4	5
	7	9	8
	12	10	11
Round 2	10	11	12
	8	7	9
	5	6	4
	2	3	1
Round 3	3	1	2
	4	5	6
	9	8	7
	11	12	10
Round 4	10	12	11
	8	9	7
	6	2	5
	3	1	4
Round 5	2	3	1
	7	4	6
	9	5	8
	12	11	10
Round 6	11	10	12
	5	8	9
	4	7	3
	1	6	2

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### Order of 13 to 16 Players:

In this situation, Games 1B, 2B and 3B can be an optional 4<sup>th</sup> tournament machine. In the event that there are only three machines present those scheduled for 'A' must play before 'B' to prevent conflicts and allow rounds to be called in order.

	Game 1A	Game 1B	Game 2A	Game 2B	Game 3A	Game 3B
Round 1	1	6	2		4	
	7	11	3		9	
	8	14	5		10	
	15	16	12		13	
Round 2	12		15	16	8	
	10		14	11	7	
	5		13	6	2	
	3		9	4	1	
Round 3	2		1		3	5
	4		7		12	6
	9		8		14	11
	13		10		15	16
Round 4	13		6	7	2	
	9		10	8	3	
	5		11	12	4	
	1		16	15	14	
Round 5	3	7	1		5	
	4	8	2		6	
	11	12	9		10	
	16	15	14		13	
Round 6	14		13		16	15
	10		5		12	9
	6		4		11	8
	2		3		1	7

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### Order of 17 to 20 Players:

In this situation the Game 1B can be Game 4 and Game 3B can be Game 5.

The assignments for Game 2B are as follows:

Game 1B and Game 2B: Game 2B is Game 5

Game 2B and Game 3B: Game 2B is Game 4

In the event there are only three machines present than those scheduled for 'A' must play before 'B' to prevent conflicts and allow the rounds to be called in order.

	Game 1A	Game 1B	Game 2A	Game 2B	Game 3A	Game 3B
Round 1	1	2	10	3	5	
	4	7	13	6	9	
	14	15	16	8	12	
	20	19	18	11	17	
Round 2	18	17	7		20	19
	13	16	4		15	11
	8	12	2		14	9
	3	5	1		10	6
Round 3	6		10	5	1	2
	9		11	14	3	4
	12		15	16	7	8
	17		20	19	13	18
Round 4	20	13	18		19	16
	17	9	10		12	14
	15	5	8		7	4
	11	1	6		3	2
Round 5	10	2	3	5	1	
	14	4	12	9	6	
	16	7	15	11	8	
	19	18	20	17	13	
Round 6	12		19	7	11	20
	8		16	4	10	18
	6		14	2	9	17
	3		13	1	5	15